

RULES OF THE GAME



Frontier College's SCRABBLE® Corporate Challenge will use a modified version of Hasbro's official SCRABBLE®.

- Each "team" includes four members.
- There **must** be four players at your SCRABBLE® table.
- Each team member will play at a different board/table against three other competitors.
- Your team's scores will be combined at the end of the competition.
- Please consult the SCRABBLE® Players Dictionary 6th Edition, for word challenges only.
- One player at each table must act as official score keeper, using the official SCRABBLE® Corporate Challenge score sheet.
- An official list of two letter words (see insert) may be used as acceptable SCRABBLE® words during play.
- No word lists may be used other than those provided by Frontier College on the table and those purchased from Frontier College at the event.

TIME LIMITS

Games will be played in two 30 minute periods. **It is a continuous game. Do not remove your tiles from the board between rounds.**

First Round: 6:30 – 7:00 PM

Second Round: 7:30 – 8:00 PM

Each player has 3 minutes to play per turn. If a player has not spelled a word within 3 minutes, the turn is forfeited, but incurs no other penalties. Please use the timers provided on your table.

STARTING THE GAME

- **Confirm your name on the scoresheet.** If you are replacing someone, please cross out their name

on the scoresheet and write your name.

- Assign a scorekeeper at your table.
- Mix the letter bag up. To find out who starts the game, each player chooses one letter from the bag.
- The player with the letter closest to "A" plays first. A blank tile beats any letter. Return the letters to the bag and remix. All players draw seven new letters and place them on their respective racks.

PLAYING THE GAME



- Start the timer when the first player begins. The first player combines two or more letters to form a word and places it on the board to read either across or down with any letter on the centre square. Diagonal words are not allowed. The first player doubles his or her score because the first word is always played across a pink "Double Word Score" square.
- Complete your turn by counting and announcing your score for that turn. Then draw as many new letters as you played. **Always keep seven letters on your rack, as long as there are enough tiles left in the bag.**
- Play passes to the left. The second player, and then each in turn, add one or more letters to those already played to form new words.
- All letters played on a turn must be placed in one row across or down the board, to form at least one complete word. If, at the same time, they touch other letters in adjacent rows, those must also form complete words, crossword fashion, with all such letters. Players get full credit for all words formed or modified on their turn.
- New words may be formed by:
 - Adding one or more letters to a word or letters already on the board.
 - Placing a word at right angles, crossword fashion, to a word already on the board. The new word must use one of the letters already on the board or must add a letter to it.
 - Placing a complete word parallel to a word already played so that adjacent letters also form complete words.

- No tile may be shifted or replaced after it has been played & scored.

ENDING THE GAME

- **The game ends when all letters have been drawn and one player uses his or her last letter; when all possible plays have been made; or when the allotted time has ended. If the allotted playing time ends while players still have playable tiles, play will continue until all players have had the same number of turns.**
For example, if Mary, Bob, Gita and Philip are playing (in that order) and Mary and Bob have each played five times, but Gita and Philip have only had four turns, Gita and Philip will each play their final turn. This will end the game.
- **At the end of play, we will not be deducting or adding tile values to players' scores for the unplayed letters.**

GOOD LUCK!

PRIZES AND AUCTION

Check out the auction and bid on your phone.

- 1) Text the word "auction" to (587)803-0545 or visit accelevents.com/e/FrontierCollegeScrabbleNight
- 2) You will get a text back with the link. Once you click the link you will be able to sign up with your info.
- 3) Start bidding!

ONCE YOU WIN

- 1) You'll receive a text if you're the winner.
- 2) Click the link in the text:
→ Click Checkout → Click Submit & Confirm.
- 3) Show a staff member and go pick up your prize at the auction table!

Try your luck at the SCRABBLE® Tile Pull Contest and win some great prizes! \$5 a tile.

Purchase raffle tickets for a chance to win amazing prizes!

Tickets: 5 for \$20, arms length for \$50.

Winning ticket holder must be present to win.